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# Ryvlyn of Sanzode



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Ryvlyn of Sanzode, also known as Lyn, the Night Hunter, the Curse Killer, the Grey Dragon, and the Warden of Karzile, was a skilled witcher of the School of the Griffon, with close ties to the [School of the Raven](#), who travels the lands of the Continent, fulfilling contracts and gathering and recording knowledge gained on his journeys. Ryvlyn was quiet, calm, and often unsettling peaceful no matter the situation. Ryvlyn is also strangely fascinated by magic, history, and knowledge of all kinds, and is extremely talented in magic. During his younger years he often journeyed with his friends in the [Grey Dragon Company](#), and travelling far across the Continent and even other worlds, and working to further decrease suspicion and hatred of witchers in his later years.

## RYVLYN OF SANZODE



1.	Birth and Early Life (1229-1232)
2.	Witcher Training (1232-1249)
3.	Fall of Kaer Seren (1249)
4.	The Great Hunt (1249-1253)
4.1.	Vengeance and Fury
4.2.	Saving a Succubus
4.3.	The Search for Erland
5.	Wandering the World (1253-1263)
5.1.	Travelling Abroad
5.2.	The Defense of Karzile
5.3.	Friends in Mahakam
5.4.	Along the Western Coast
5.5.	Other Adventures
6.	Travels Abroad and Beyond (1263-1270)
6.1.	Reunion With Family
6.2.	Journey to South
6.3.	Sandy Adventures
6.4.	Meeting the Crows
6.5.	Into the North
6.6.	Forming the Grey Dragons
7.	Entering a New World (1270-1274)
7.1.	Exploration and Discoveries
7.2.	Arrival in Gwynsten
7.3.	Adventures in Gwynsten
8.	The Beast War (1275-1277)
8.1.	The Rising Threat
8.2.	Fighting the Beast King
8.3.	Old Friends and New Losses
8.4.	The Battle of Brigstead
9.	After the Beast War (1274-1280)
10.	Years as a Farmer (1280-1305)
10.1.	The Mad Witch
10.2.	New Life in Ellender
10.3.	The Dream is Shattered
11.	Rebuilding (1305-1320)
11.1.	Long Awaited Reunions
11.2.	Back on the Path
11.3.	Return to the Family
12.	Return to the Path (1320-1350)
12.1.	The New Continent
12.2.	A Published Author
12.3.	A New Role in Kovir
13.	The Haak Invasion and After (1350-1380)
14.	The Second Conjunction (1358-1417)
15.	Final Years
16.	Relationships
16.1.	Relatives
16.2.	Friends
17.	Beliefs
17.1.	The Code



## THE GREY DRAGON

### Biographical Information

<i>Born:</i>	1229
<i>Birthplace:</i>	Sanzode, Kovir
<i>Died:</i>	N/A

### Physical Description

<i>Race:</i>	Quarter-Elf Human
<i>Gender:</i>	Male
<i>Skin:</i>	Pale
<i>Hair:</i>	Dark Brown
<i>Eyes:</i>	Grey

### Political Information

<i>Nationality:</i>	N/A
<i>Profession:</i>	Witcher Amateur Scholar
<i>Affiliation:</i>	School of the Griffin School of the Raven
<i>Titles:</i>	Warden of Karzile The Curse Killer The Night Hunter

## 18. Personality & Traits

### 18.1. Personality and Demeanor

### 18.2. Physical Traits

## 19. Abilities

## 20. Equipment

## 21. Trivia

## Birth and Early Life (1229-1232) ✦

*"I don't remember much of her, only the cold, the wind, and showing up at some massive keep. And the I was alone."*

—Lyn recalling his mother

The boy who would grow up to be Ryvlyn was born in the small southern village of Sanzode in Kovir, to his parents Nelda and Sastald. Nelda was originally some traveler from across the Northern Kingdoms, who came to settle in the village and tried to hide her elven heritage. Sastald and Nelda would have young Ryvlyn in 1229. The small village itself would later be attacked and nearly razed to the ground by a vicious monster attack, resulting in the death of many villagers, including Sastald. Nelda, then pregnant, homeless, and without her husband, dropped off the child, then three years old, at the settlement of Kaer Seren by the coast.

## Witcher Training (1232-1249) ✦

*"That one's too quiet. He rarely speaks. Though he handles the training well. The boy likes to read almost as much as that other one, and seems to fancy himself a wizard!"*

—Keldar

The young child was trained in the arts of the School of the Griffin, especially keen on the arts of magic and learned quickly. He grew fascinated by all manner of subjects and though quiet held a tactical mind. For several years he grew in confidence and skill, and was mutated by the alchemical properties witchers are known for. He would take the name Ryvlyn of Sanzode, after the place of his birth, though that was about all he knew of his origins. The young Ryvlyn would be noted for having a fascination with magic and natural aptitude for it, as well as developing and following his own moral code based on the teachings of the school, which would later help form his own personal code later in life.

When the time came for his final trial, he went out and retrieved a griffon's egg. In addition, he also attempted to recite the entirety of the *Liber Tenebrarum*, a feat that had never before been attempted. Though he ultimately did fail in the last endeavor, it did earn him some renown among his colleagues.

## Fall of Kaer Seren (1249) ✦

*"Where...where are my brothers? \*cough, cough\* What...happened...here? Erland \*cough\* the keep...Why? Why..."*

—Lyn, emerging from the rubble of Kaer Seren

Unfortunately, popular opinion was very much against witchers at that time, and Ryvlyn was one of the last true initiates of the School. A group of mages used popular anti-witcher sentiment and their own jealousy of the grand library within the school as an excuse to wipe it out. They caused an avalanche that killed a vast number of witchers assembled there and damaged the keep, and simultaneously resulted in Erland of Larvik, the founder of the school itself, to leave, believing his brothers to be dead.

Lyn himself was present at the keep, but was one of the few survivors, scratching his way out of the rubble and carrion. The destruction of his home and the death of his friends caused him a great deal of pain, and he channeled that into a single goal: hunting the mages who did this.

## The Great Hunt (1249-1253) ✦

*"I swear, I will hunt them down and make them pay. The griffin has lost its nest, and*

*now they're going to feel its talons!"*

—Lyn, vowing his vengeance

Lyn would spend the next several years hunting down the small group of mages who had caused the disaster. In addition, seeing all the atrocities committed during this time by the people of the north caused him to grow embittered towards humanity and the world at large. However, he still tried to follow the example of Erland and the principles taught by the school, even as he tracked down his prey across the continent.

### Vengeance and Fury ✦

He found and killed two in Korvir, and later [followed another down into Temeria](#). The other mages scattered across the Northern Kingdom, and Lyn picked them off one by one, taking revenge for his fallen brothers. However, he only grew more angry and dissatisfied as each mage fell.

Beside the hunting of the mages, he also met other members of the School of the Griffin, those who had survived. Most now wandered alone, though a few had returned to the remains of Kaer Seren and managed to keep the School still alive. It was from them that Lyn also learned that Erland was still alive, but no one knew where he was. This would be the start of another of Lyn's life goals: to find Erland.

### Saving a Succubus ✦

In southern Temeria Lyn was tracking the last of the mages, Viktor Zunilt, who was accompanied by his succubus slave, Sellandra. Though he engaged in a bloody fight with the mage, he was outmatched and Viktor fled. However, [during the conflict, Lyn managed to save Sellandra, who went with the witcher and seek revenge on Viktor. The duo would travel and corner Viktor in a small village, and after a pitched battle Lyn and Sellandra managed to kill him, though the witcher was gravely wounded during the fight.](#)

Sellandra decided to travel with Lyn for a while, and she would explain how she had been saved from the local villagers by Viktor, but he forced her into servitude. The two would travel together for some time, developing a close bond and Lyn gained the first friend he'd had since leaving Kaer Seren. Thanks to her encouragement, Lyn started to see the more positive aspects of mankind, and finally grew peaceful with the loss of his friends at Kaer Seren. In addition, due to her greater capabilities in magic, Sellandra agreed to teach Lyn what she knew, and while eventually the two would part ways, they would always remain close friends

### The Search for Erland ✦

Suddenly without any mages to hunt, Lyn turned his task to looking for Erland of Larvik, the former master his school. Though he searched for almost a year, he was never able to find any trace about him, besides rumors and legends. During this time Lyn went back to Korvir to help his Griffin, though most decided to simply wander the world while a hardy few remained in the ruins of Kaer Seren. Ultimately, Lyn gave up his search for Erland, but instead determined to follow his example, intending to become a beacon of hope for others and strived to reach a chivalric ideal of honor and justice.

### Wandering the World (1253-1263) ✦

*"So what are you going to do now?"*

—Sellandra

*"What a griffin should do. Wander and hunt."*

—Lyn

### Travelling Abroad ✦

With his hunt over, the witcher went out about his way in the world, fulfilling contracts and making a name for himself. Encouraged his new philosophy, he set out across the Northern Kingdoms. An avid scholar as well as a fighter, he began recording and compiling any information about monsters he gathered, the foundation for the *Monsters of the Realm* that would be compiled later on. In addition, he also began recording his thoughts and

views on the world, which would become the basis for the *Code Morale* he would write later on in life.

## The Defense of Karzile ✦

*"I'll never forget it. He swung his sword with the fervor of a madmen but looked as calm as could be! Aye, he was going to hold that bridge even if all the monsters in the world descended upon it."*

—An old villager, recounting Lyn's actions

One of the most legendary moments of Lyn's life, and for which he would be widely known by, occurred in 1257. Lyn came upon a small little village surrounded by a river, that had several local monsters in the area encroaching upon their lands. Lyn agreed to fulfill several contracts for them, but the village was instead attacked only a few nights later during a full moon. This unprecedented incursion by a large horde of monsters threatened to overrun Karzile entirely, but Lyn acted quickly. He rallied the villagers and successfully held off wave after wave of monster attacks. In particular, he briefly held off a large group of monsters from crossing the last standing bridge, his silence face splattered with the blood and gore of monsters he quickly hacked down. By the night's end a bloody trail of corpses splattered the lands around the village, and earning Lyn the famous moniker of Warden of Karzile.

## Friends in Mahakam ✦

Lyn once met a group of dwarven traders, who had been attacked by a savage werewolf. After dispatching the beast, he offered to accompany them and offer protection, to which the dwarves agreed. Among them was the inventor and engineer [Brurclard Benmerda](#), with whom Lyn struck up a strong friendship. Lyn would accompany the dwarves on their routes around the area and even was offered to accompany back into Mahakam. Brurclard owned his own shop in Mahakam with the gnome Sadrick Hasselfried, and Lyn would later help them set up shop in Carreas later on when the two wished to head out from Mahakam.

## Along the Western Coast ✦

Lyn would spend quite some time alongside the western coast near the Great Sea, serving around Cidaris, Kerack, and Verden. He was frequently employed in matters that dealt with coastal creatures, such as sirens and other monsters, and even fulfilled contracts in Skelliger. It was during this period that he also came into contact with the sea peoples of the Great Sea, namely the merpeople and hereids that inhabited it, and eventually he met with the mermaid Sha'nnera. She was a learning sea witch, and seeking to learn more about the surface world changed into a human and travelled with Lyn for over a year, before going out on her own.

## Other Adventures ✦

Lyn would carry on for several years, passing through Brokilon and meeting with the dryads, hunting monsters in Redania, Temeria, Kaedwen, and always adding more to his vast array of knowledge, as well as trying to do the best good he could in the world.

## Travels Abroad and Beyond (1263-1270) ✦

*"So you want to go on some grand adventure beyond the known map, to place and peoples unknown? Well, you better count me in mate! I wouldn't miss this for anything!"*

—Brurclard, commenting on Lyn's plans

For most of his early monster-hunting career, Lyn had remained in the Northern Kingdoms, content to travel in that area. However, a desire to travel and explore took hold, and Lyn began several long journeys to other places.

## Reunion With Family ✦

In 1264 Lyn came across the fleeing dryad [Carandra](#), who was running from Oxenfurt. Lyn would agree to accompany her to Brokilon, but along the way discovered, to both Carandra's and his own surprise, that they were siblings. Both were, however, grateful to have found each other once again. Thanks to their reunion Carandra would choose to accompany her brother for the next year, before returning to Brokilon and maintaining a close contact with him for the rest of her life.

## Journey to South

Lyn first decided to journey farther south, passing the Amell Mountains and entering into the territory controlled by Nilfgaard. He was accompanied by his gnomish friend and cartographer Sadrick, as well as [Brurclard](#). Moving his way he even made it to the central city itself, before heading east into the great Korath Desert.

## Sandy Adventures

*"Seriously Lyn, what are we looking for out here? There's nothing but bloody sand for miles and that unbearable sun! What are we hoping to find, elves?"*

—Brurclard

Arriving in the hot lands of the Korath, he ventured with the native [Aen Manche](#) also known as Desert Elves or Blood Elves, interacting with them and learning much about their culture. He particularly travelled the Kaenatamin tribe and grew a close bond with its leader Vrirdindun aen Fitaen. During this period Lyn even made it to the faraway lands of Zerrikania.

## Meeting the Crows

Lyn had heard rumors and tales about some mysterious group of witchers, part of the [School of the Raven](#), and while crossing the Fiery Mountains he met one among them, the witcher Oliver. Fascinated by what Oliver told him, Lyn travelled with him to Taise Iontah, their fortress. Lyn was overjoyed to find more witchers similar to his fallen Griffon brothers, and spent several months with them. He was even offered an honorary position among them, and given a Raven School medallion of his own.

## Into the North

*"Indeed. They call themselves the Aen Ghele, or Snow Folk"*

—Cedda

*"Elves here? Yeah, and I bet your a dragon!"*

—Brurclard

Moving from one extreme to the next, Lyn then headed far beyond the Dragon Mountains, into the Far North. Along the way, Lyn came across the elven warrior and mage [Cedda](#), whom they met while crossing the mountains. Joining them on their quest, they travelled into the cold barren lands of the north, coming across harsh human tribes, mammoths, and white dragons.

The group first travelled thorough the former duchy of Vinland, where Lyn would become embroiled in a local conflict, and Cedda would save the life of Duke Falmak. In gratitude, the duke would pay the group to find a lost child, and after a lengthy search, the crew would find a young [Sioni](#), revealed to be the bastard daughter of the Falmak. Lyn himself would become friends with Falmak, preventing a coup by the duke's rival Vagvul. In the years ahead Lyn would take on the position of trainer for [Sioni](#), who would go on to become a famous Lady Knight.

Done with their task in Vinland, the group continued on, pushing ever forward north. Eventually, the allies would discover the ancient race of elves, called Snow Elves, or [Aen Ghele](#), who lived beneath the [Great Glacier](#) ice sheet. Lyn and his companions with the Aen Ghele for some time, and it was here that they discovered Cedda's secret; she was, in fact, an old golden dragon called Veccedaniterak.

## Forming the Grey Dragons

Lyn had travelled far and wide and met a variety of individuals. Despite having fulfilled hundreds of contracts, slain all manner of monsters, studied and explored the history of the world and magic, he also knew there were some problems too big for even him to handle. So Lyn decided to form his own group comprising of his closest allies, known as the Grey Dragons Company, or Grey Dragons Order. Though more of a compact and mutual friendship than any hard-set organization, the Grey Dragons ensured that Lyn could always call upon his allies, and they could work to help the people of the world.

## Entering a New World (1270-1274) ✦

*"Hmph."*

—Lyn, upon appearing on Gywnsten

### Exploration and Discoveries ✦

Lyn would continue his regular exploits. In one contract he sent to hunt down the rogue mage Hezras var Kigmr. During the fight Lyn discovered an old elvish ruin, long abandoned. When he had finished his fight he discovered one section of the ruin and found a mysterious and mystical pendant, unlike any he'd ever seen. Picking it up, he inadvertently activated some magical effect, and was suddenly whisked off to another world.

### Arrival in Gywnsten ✦

Lyn suddenly found himself in the world of [Gywnsten](#), on the continent of Lithridia, and soon found himself embroiled in another conflict. Wandering through the great forests he found himself in, he came upon a warring band attacking a small number of elvish defenders. After analyzing the situation he moved in, aiding the belligerent soldiers and saving the life of their leader.

Lyn discovered that he had saved none other than former Eldenqueen Ushael Ae'Kunaegna, recently deposed by her brother, Daemaimle. After some deliberation, Lyn agreed to offer his help, and thus served at Ushael's side in the conflict. Thanks to his witcher skills and training he served to take down elite opponents while helping to rally some of the noble houses to Ushael's cause. Lyn also discovered that the wizard Hezras was still alive, and in fact was serving under Daemaimle, to serve his own twisted ends. During the raid on Castle Kieranvil in the final stages of the conflict, Lyn helped Ushael finally defeat and kill her brother, thus restoring her to the throne and ending the Seventh Sibling War. However, Hezras himself managed to escape, and fled off through his own portal. However, Ushael was restored and Lithridia had peace once more.

### Adventures in Gywnsten ✦

*"I name you as chosen of great tasks, a warrior of the Eldenone. Kneel, Ryvlyn of Sanzode, as Favored of the Eldenqueen and honored hero of Lithridia."*

—Eldenqueen Ushael, in the favoring of Lyn

In gratitude, Ushael offered her eternal friendship and aid if Lyn would ever have need, and gave him the blade *Saelna kir'na*. Lyn, fascinated by this new world, decided to stay and explore it. Lyn, for his service to the queen, underwent a "favoring" ritual, the elven equivalent to knighting. He would serve as the Favored Knight of Ushael, swearing fealty to her and serving at her side as an adviser, confidant, and friend. He traveled far across Lithridia during this period, exploring and studying its peoples, culture, languages, and customs.

After a year of service, Lyn choose to travel to other lands. With the blessing of Ushael and acting as an ambassador of sorts, he journeyed to the continent of Avaia, tramping through the sands of Krissia, bartering with the merchants of Rundar, and roaming through the Dryad Forest. Lyn would continue to use his natural talents to hunt down monsters and continued to learn more about the world of Gywnsten. During this period he was also accompanied by his fellow companions from the Continent, after mastering the use of the White Ring that had led him there.

## The Beast War (1275-1277) ✦

*"He's coming! The crown has been found and the king returns to claim his throne of thorns and woods! The Beast War has begun!"*

—Random human, upon interrogation by Lyn

### The Rising Threat ✦

Lyn would continue to serve Ushael faithfully, but he began to hear tales of a new evil, the supposed Beast King who had threatened whole nations once before. Lyn investigated





and discovered that in fact this Beast King was Hezras himself, using the ancient Beast Crown to command an army of monsters to his side. In a conflict between the two, the witcher was nearly killed, but he managed to force Hezras to flee once more. Unfortunately, Hezras captured Lyn's sister [Carandra](#) and vowed revenge, retreating back to Lyn's homeworld.



The Beast Crown

Lyn would be gravely wounded for some time, but when he awoke he immediately set out to hunt Hezras himself. Assembling the [Grey Dragons](#), he began an earnest search back on the Continent.

### Fighting the Beast King ✦

Lyn and his allies would continue the search for the Beast King, hearing rumors of his movement in the north. The Beast King himself began gathering what monsters he could, but remained discreet. During this period, Hezras used alchemical cocktails and magical psychological brainwashing to mold Carandra into his personal servant, the perfect weapon to strike back upon his hated foe. Lyn would get close to catching Hezras, and the Beast King began to grow paranoid and apprehensive.

### Old Friends and New Losses ✦

The [Grey Dragons](#) would eventually find the Beast King in far north, beyond the Dragon Mountains, where he was assembling his own monster army. During a minor skirmish, Lyn was saved by a mysterious warrior, who was revealed to be a figure Lyn had long sought to find: Erland of Larvik. Though it took considerable coaxing, Lyn managed to rouse the former grandmaster and with his aid and the help from the native snow elves, Lyn fought a pitched conflict with the Beast King. Ultimately, while the monster army of the Beast King was decimated, he prevailed, and Lyn and his allies were forced to retreat.

The Beast King then took the remnants of his army and returned to [Gywnsten](#), planning his final moves in order to rebuild his army and begin his conquest. Lyn did, however, manage to recover his sister, though [Carandra](#) was scarred by her service to the Beast King and it took her some time to recover.

### The Battle of Brigstead ✦

*"We're ending this war today, here and now. Prepare yourselves, because the battle is about to begin, and there will be know mercy."*

—Lyn, on the eve of the Battle of Brigstead

The Beast King, while on [Gywnsten](#), rallied every monster and fiend to his side, and formed an alliance with the vampires of the Courtlands, supplying him with fresh and deadly troops. With this vast army, he then returned to the World, slowly trickling his forces into southern Nilfgaard. With its focus to the north, the Empire would be much easier to conquer.

However, the [Grey Dragons](#) became aware of this. Moving with his allies to the south, Lyn quickly worked with the small local Nilfgaard legion, and prepared for the final conflict of the so-called Beast War. With his army assembled, the Beast King launched an attack upon the small town of Brigstead. Lyn, the Grey Dragons, and the Nilfgaardian forces met him there, though they were outnumbered.

However, as the monster army closed in on them, [Carandra](#), using her latent elder blood and the White Ring, opened many great portals over to [Gywnsten](#), where Eldenqueen Ushael laid in wait with her own army. The aid from the Lithridian forces turned the tide, and the Beast King was finally slain by [Carandra](#) and Lyn, and his army routed. The Beast War was over.

### After the Beast War (1274-1280) ✦

*"I'll do what I was made to: kill monsters."*

—Lyn, taking to the Path again



Following the Beast War, Lyn would spend some time with his family and friends, and the Grey Dragons would work together for awhile, before they separated for different adventures. Lyn himself would eventually return to the Path, and continued his monster-hunting adventures. He maintained close connections with his companions, regularly meeting with them and staying in contact as well.

## Years as a Farmer (1280-1305) ✦

*"No sir. It's just me and me wife working these lands."*

—Lyn

## The Mad Witch ✦

In 1280 Lyn would be tasked with breaking a curse near the town of Ashfurt, which caused a random group of individuals to turn into animals every night. Lyn discovered that it was caused by the half-mad sorceress Alysson of Eysenlaan. Lyn managed to convince her to stop her magical mishandlings, but Alysson turned her attentions to the witcher. Falling madly in love with him, she pursued Lyn, convinced he was destined for her. Failing to attract his attention, she turned to more drastic measures.

Hounding him for several weeks, and constantly following his trail, Alysson prepared herself, and concocted a great plan to lure Lyn in, using whatever she could. Finally, Lyn confronted her in Temeria, and Alysson cast a spell on him. This wiped clean his mind and gave Lyn amnesia, and Alysson took this opportunity to begin creating an entirely new life with her "husband."

They spent some time together in a wild frenzied and highly sexual new relationship, with Lyn obeying Alysson's every whim and desire. She soon grew bored and discontent however, and began desiring a "family" of her own.

## New Life in Ellender ✦

Alysson took him to the isolated village of Ellender close to the mountains. She implanted in him false memories, making Lyn believe that Alysson was his wife. Hiding away his old equipment, the two seemed to live contently for a while. Determined to grow her family, Alysson stole an orphan child and planted false memories into Lyn's mind so that he believed it was his son, Julien.

This new "family" then settled down, as Lyn began work as a local farmer. Thanks to Alysson's magic, the physical aspects of his former witcher life were hidden, though he still retained his great senses, strength, and instincts. All Lyn knew were some hazy early memories, his wife and son, and his work as a farmer, and did not question it. Thanks to his enhanced strength and skills and good nature, Lyn became a staple member of the community.

Alysson herself had everything, but was still unsatisfied. Thanks to his witcher sterility, he could not give her a child, so Alysson got pregnant through another man. Using unknown spells, Alysson bound the child to be of the same bloodline as Lyn, sharing the same genetic code as if the baby were truly the witcher's. The witch gave birth to a little girl, Yasmina, and realized that even though Lyn was her husband, he loved her only because of his blank mind. Confronted with this reality, Alysson thus wiped her own mind of all that she had done, making it seem as if they had always been together and forgetting everything she had done to herself and to Lyn.

And thus the family lived for several years in happiness. Lyn continued to work on their small farm with his children, supported by his loving wife, and there was finally true love and happiness. Even if it was all an illusion.

## The Dream is Shattered ✦

In 1305, after thirteen years, this illusion was finally shattered. A small band of elvish *scoia'tael* ran through the village of Ellender, ravaging and ransacking the entire place. This band would kill Alysson, and with her death the mind spell cast on Lyn would be broken,

thus restoring all of his memories. Confused by the multitude of memories flooding his brain and consumed by rage, Lyn rampaged his way through the scoia'tael and slaughtered them all, before finally succumbing to his wounds and fainting.

## Rebuilding (1305-1320) ✦

*"Well, Lyn. It certainly took you long enough"*

—Sellandra, finally reuniting with her friend

## Long Awaited Reunions ✦

Lyn would spend several days recuperating, both physically and emotionally, coming to grasp with the false reality he had been living in for the past two decades. He was now wifeless, but still had his teenage son and young daughter to take care off. However, he could no longer return to the illusion of farming, and was unable to remain in Ellender.

Taking his family with them, he travelled back into the world, finding it much changed, in search of his old companions. The first he would meet was nonother than Brurclard and Sadrick, who, despite getting older, had done quite alright for themselves. More important, however, was his reunion with Sellandra, and his sister Carandra.

Lyn was still distraught, and needed time to wander and remember who he was, what he was, and so left his children in the care of Sellandra. With his affairs settled, he at last returned to the Path, for which he was created.

## Back on the Path ✦

Lyn would disappear onto the Path for almost a year, rediscovering his witcher skills and talents, and readjusting to the different world around him. He still possessed his skills and talents however, and found enough work to make due, and made his way across the continent, reuniting with old friends like Sha'nnerra or Cedda. However, with so few monsters he found less and less time to do actual hunting and fighting.

Ryvlyn would spend long periods just wandering, beginning periods of long ponderings and reflection. He began recording and writing down all that he knew, as well as beginning to jot down his own ideas about the nature of the world and the duties of man. This was the start of the *Code Morale*. While wandering, he encountered the eccentric but intelligent Vedevo Verrert, a scholar for the Oxenfurt Academy. Finding a kindred soul, the two would strike up a friendship, and with few jobs left for him, Lyn would agree to accompany Vedevo on his expeditions for the Academy. This also began his close connection to Oxenfurt as well.

Lyn would begin to travel frequently with Vedevo, as well as frequently meeting his old companions. He kept in close connections to his family with Sellandra, and made regular visits to them, but never stayed too long.

## Return to the Family ✦

After nearly two years, Lyn decided that it was he had had enough to travelling for a while, and settled back down. He found his son an older and wiser figure, and his daughter entering into her teens. Along with Sellandra, Ryvlyn enjoyed many years, teaching and raising his daughter into maturity, as well as guiding his son, Julien, into his own independent future.

Lyn would still take on jobs, developing a strong work relationship with schools and academies across the Continent, and regularly serving on expeditions for them (usually with Vedevo).

## Return to the Path (1320-1350) ✦

*"Well, it seems I'm the only one left in this house. What do you say to another adventure?"*

—Lyn, asking Sellandra to accompany him to the Fabiola

## The New Continent ✦

By 1320 Lyn's daughter, Yasmina, was married, and his children had all found good positions and lives in Kovir. Without his family to watch over, Lyn decided to return back into the field with Sellandra, travelling the Continent together. By this time a new continent had been discovered by famous explorer Fabio Sachs, and the duo found ample opportunity there, fighting new monsters and exploring new lands. The two would remain there for several years, while Lyn studied and hunted new monsters.

## A Published Author ✦

Lyn would return back to the main Continent, watching as his family continued to grow and travelling all across the various lands, often with old friends. During this period he published *The Witcher's Guide to Monsters*, a vast collection containing the personal experience of Lyn and witcher teachings about monster biology and countermeasures. Proven to be a success, Lyn would go on to publish further collections and new editions to the The Witcher's Guide series with his friend Brurclard. Especially well-regarded was *The Witcher's Guide to Far-Off Lands*, which provided descriptions of exotic landscapes and areas foreign to the residents of the eastern coast of the Continent.

Thanks to these successes, Lyn achieved somewhat of a notoriety, especially among certain academic circles and scholars. He was given frequent chances to lecture in esteemed universities such as Oxenfurt, though he retained true to his witcher roots and continued his constant travels as a monster-hunter.

During this time, however, Lyn suffered a great loss. His sister Carandra died in 1334, causing him a great amount of grief over the death of his only biological family. He personally attended her funeral in Brokilon.

## A New Role in Kovir ✦

In 1339 Lyn was traveling through the nation of Kovir-Povis, and happened to chance upon the royal family as it was being ambushed. Acting quickly he helped save the life of the ruling monarch, who was impressed by the witcher. Thus began a life-long and good relationship with the royal crown of Kovir, with Lyn serving as personal sword-trainer for Koviran princes.

## The Haak Invasion and After (1350-1380) ✦

*"This isn't just an incursion or a large raid. This isn't even a migration. This is an invasion"*

—Lyn

In 1350 the Haks from the east began a massive invasion of the Continent, and Lyn was caught up in it all, unable to stand aside similar to many other witchers of that era. Lyn remained largely in the backdrop compared to other figures such as [Putnam Pitch](#), but did assemble members of the Grey Dragon Order and worked alongside the collected forces of the Northern Kingdoms, engaging in small skirmishes against the Haks and doing his own part to drive them back. During this invasion, however, Lyn's close friend Sellandra was killed in a battle, which would cause Lyn great deal of grief at the loss of a close ally.

## The Second Conjunction (1358-1417) ✦

*"Well, at the very least I won't run out of work for a while."*

—Lyn, commenting on the Second Conjunction of the Spheres.

In 1358, the Second Conjunction of the Spheres shook the world, and threatened to establish it all. Witchers across the Continent immediately became needed more than ever, and new schools and groups were formed. By this period, Lyn had helped see the restoration of the School of the Griffon, and officially rejoined it as well.

During this period Lyn also worked to expanded the Grey Dragon Order, as well as worked to bolster the public image of witchers. In particular, we worked to dispel common misconceptions around witchers, publishing *Monstrum Refuted*, to that effect, and working

closely with numerous academic and education institutions to further these goals

Lyn would be busy for decades, but as the world was slowly reclaimed once again, he found another purpose as a scholar and researcher, become well regarded in the academic fields.

## Final Years

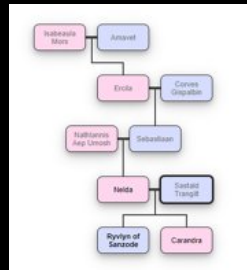
By 1417 Lyn had more or less retired, focusing much of his efforts within the School of the Griffon as well as serving in the academic field as a famous research and historian, using his long historical knowledge to great effect. He would continue to serve in the field from time to time, but spent more and more time in the quiet of his own study.

As the world once again saw fewer monsters and less of a need for witchers, Lyn would continue in his reflections upon the world, and finally died in 1534 at the age of 304, one of the last of the old witchers, and the only known one to pass away peacefully in his sleep.

## Relationships

## Relatives

- Nelda [Mother]
- Sastald Trangilt [Father]
- Carandra [Sister]
- Julien [Adopted Son]
- Yasmina [Adopted Daughter]
- Alysson [First Wife]



### Lyn's family tree

## Friends

- **Brurclard Benmerda** [Dwarf]
- **Sellandra** [Succubus]
- **Sadrick Hasselfried** [Gnome]
- **Cedda** [Golden Dragon]
- **Sha'nnera** [Mermaid]
- **Sioni** [Human]
- **Alia** [Human]

## Beliefs

Lyn is largely apathetic to religion, though he does believe there is some higher authority. What exactly it is, or what for he does not know, and concerns himself with mostly this life. Lyn does find the beliefs of other races fascinating though, and earnestly asks many questions to priests and believers, if he chooses to open up to them.

## The Code

Lyn follows his own moral philosophy and code, based upon the chivalric ideals of the Griffin School and his own experiences. When he first set off into the world to hunt down the mages that destroyed Kaer Seren, he vowed to drink nothing but water, eat only what he needed, have no sex with anyone, and focused almost completely upon his task until it was done.

Since then, and thanks to his experiences with newfound friends, Lyn has altered his own moral code, becoming known as his own Code Morale. He follows this code very seriously, as it defines his ethics and morals, and gives him the purpose of purity needed in the dark world he lives in.

*"I will do what I can to help others, regardless of their birth or status. I will be courteous and kind. I will not stray from my Path, but focus myself to be better. I will not sleep with any woman unless I am married to her. I will keep my oaths and vows. I will not harm anyone unless to defend the innocent or for a worthy reason. I will hunt monsters regardless of dangers or costs to myself, to protect the world. I will not involve myself in any side or matters of politics unless it is absolutely necessary. I will respect the living and dead, human and non-human. Above all, I will do good wherever, whenever, and*

*however I can to the best of my possible abilities"*

—Lyn's Code Morale

## Personality & Traits

### Personality and Demeanor

Lyn is noted for being always calm and collected, no matter the circumstance. In addition, he is very quiet, known to only speak when necessary, and some have even confused his silence for being deaf or mute. Lyn often enjoys solitude and the quiet release of the natural environment, and takes great joy reading and learning more about the world. As a witcher he is often placed in high-stress situations, but always comes with a plan, and is widely considered a tactical genius, very resourceful and adaptable. He is also very motivated, though this might not show, and constantly strives to perfect himself physically, mentally, magically, and emotionally.

Lyn's silence does unsettle many, and he is unsure how to always react to emotional outbursts and responses from others. He also has a tendency to remain alone for too long, and also has some difficulty relating to and connecting with others. Lyn can also become blinded by the Path he follows and overthink the situation, but truly cares for others, and works constantly to bring about a better world in his own way. While quiet and silent, he mentally plans out how to help those around him, and serve the greater good.

### Physical Traits

Lyn can be described as shorter than most, with a simple face with grey eyes and small nose. He has dark brown hair and pale skin, and would not stand out too much if not for the cat-like eyes he possess and the trademark gear of a witcher. He is fit but short, about 5'4"-5'6" and possess slightly tipped ears, the sign of his elvish heritage. One of the most remarkable of his features are the two large scars on his face, found on the lower side below his left eye, received from fighting during his defense of Karzile.

## Abilities

- Witcher Mutation
  - Thanks to the effects of the mutations inducted by the various mushroom teas and alchemical devices given to him, Lyn possess the typical attributes of any witcher. This include greater senses, faster reflexes, superhuman resilience and strength.
  - In addition, he also possess cat-like eyes, resistance to pain, poison, and disease.
  - Ryvlyn was given access to an additional and unique set of mutagens, and as a result Lyn possess unusually advanced healing abilities compared to other witchers. He his capable of repairing muscles, fixing bones, and healing cuts and wounds at a substantially fast rate, which can be even augment further with alchemical healing and regeneration potions.
- Magic and Signs
  - Lyn has extensive training in the use of signs, standard practice for witchers. Thanks to his training in the School of the Griffon, he has received extra training in the use of signs and other magic, and has a natural talent for magical potency.
  - Over his years of travelling and tutelage under various sorcerers and mages, particularly his training under Sellandra, Sha'nnera, and the elves of Lithridia, Lyn has gained plenty of magical training. While he does not possess the natural aptitude of a Source, he does have a masterful understanding of the nature of spells and magic, and is skilled in the use of many spells himself. These include summoning basic magical components, from fireballs or sheets of lightning, to even being able to use some limited portals and healing himself. Though again, the potency and power of his magic is far less compared to powerful mages, but much more than any other typical witcher.
  - His magical training comes in most handy when dealing with curses and dark

spells. Lyn has researched extensively how to break and cure curses, and his ability to repeatedly due so has earned him the moniker of "the Curse Killer."

- Mental Training and Knowledge
  - Perhaps the greatest asset Lyn has is his vast array of history and lore he has collected over the years, and he is able to put it to good use. From knowing how to combat a bruxa to understanding the criminal underworld of Temerian cities, his vast reservoirs of information are vital to his plans and goals.
  - Besides just his information, Lyn possess a tactical mind, which is easily able to understand the situation, react calmly and logically to it, and then adapt according to circumstance.
- Combat and Survival Training
  - Since he is a witcher, fighting and combat is natural to Lyn. He takes a special interest in learning new ways to battle opponents, and is skilled in staves, swords, and archery, and is able to use whatever is around him as a weapon, though he prefers swords.
  - Lyn is also capable of surviving unaided in the wilds, from tracking and hunting animals to foraging for foods and knowing what can cure you or kill you.
  - Lyn is a good rider and has ambitions for taming more dangerous creatures and even monsters.

## Equipment

- School of the Griffon medallion: Given to him by the School of the Griffon.
- School of the Raven medallion: Given to him by the [School of the Raven](#)
- School of the Griffon armor: Heavier and larger compared to other witchers. His armor has been refined by his friend Sadrick, and he makes use of lighter leather armor depending on the situation.
- [Saelna kir'na](#): Translated to "The Blade that Burns." A gift from the elves of Lithridia and a personal token of friendship from the Eldenqueen. He received it during his time on Gwynsten, an ancient blade that is capable of breaking magical spells and very effective against curses, monsters, and durable to foes.
- [Dawnbringer](#): Ryvlyn's silver sword. It has been enhanced and forged by his friend [Sadrick](#), with several runes and signs engraved into the blade to add further offensive might against monsters. A long strong blade with a rising sun on its helm, and elegantly carved writing on the blade that says "The Sword of the Warden, the Wrath of the Sun, the Bringer of the Hopeful Dawn"
- The White Ring: A mysterious and ancient ring Lyn found in an elvish ruin. Though formerly possess by the elves, it is not in their style of art and clearly not created by them. A small ring of pure white, with a few carved swirls around its edge. A smooth clear stone is set on its head, and strange lettering in an unknown and ancient language lines its edges. The ring, when used properly, opens a portals to practically anywhere, its lettering glowing blue. The ring seems to posses a sort of mind of its own, and is tied to destiny and fate, sometimes taking its holder to where they need to go.
- Lyn's Journal: Lyn received a small leather-bound tome to record what he learned on his journeys. It has become an important record of his life, and while he keeps several other tomes and books for record-keeping, he is never seen without his journal
- Alchemy Bag: Lyn carries with him a satchel with all manner of alchemical ingredients and potions, anything he needs to whip up some important teas or mutagens for any situation.
- Rollo's Library Bag: A gift from the eccentric wizard Rollo, in exchange for finding his cat. The bag is simple enough, but has been enchanted so that it can store and innumerable amount of books, which become connected to "Rollo's Library." Lyn can use it to store any book and retrieve exactly whatever tome he needs for the occasion.

## Trivia

- Lyn's great-great-great-great-grandmother was [Lara Dorren aep Shiadhal](#), the last elf to posses the elder blood. Because of this lineage, he possesses the recessive elder

blood gene, and is a fifth cousin to [Ciri](#).

- He has grey eyes, an anomaly among witchers, often attributed to the use of unique mutagenic chemicals. (His eyes due often revert to amber cat-like slits when needed)
- He prefers to be called Lyn by his friends.

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